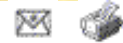



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Thursday, September 19, 2002

Jedi Counseling

By Ray and Val Vallese

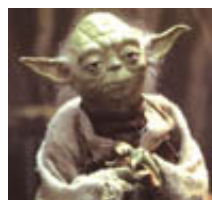
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Does your friendly *Star Wars Roleplaying Game* campaign ever bog down over discussions and arguments about the rules? Maybe you're a Gamemaster who wants to be sure about a rule call or a player seeking an innovative way to solve a problem. No matter what kinds of questions you have about the *Star Wars* rules, we've got answers straight from game designer [JD Wiker](#), author and coauthor of many *Star Wars* products and free online features available on this website.

Starting now, you can send your rules questions to JD via email. Once or twice a month, we'll post a "Jedi Counseling" column of the questions and JD's answers right here. (Please note that JD might not get to your specific question right away and that he won't be able to send you a personal reply.)

The Q&A column was a popular feature of *Star Wars Gamer*, and while much of that magazine's content will continue to appear in *Star Wars Insider* and *Dungeon Adventures* (see this [press release](#) for details), we're happy to debut "Jedi Counseling" on the *Star Wars Roleplaying Game* website. We hope it will continue to provide a great service to fans of the setting.

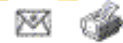
So [send your questions to JD](#) today, then check back often for the answers. Just remember that if you choose to think of JD as your own personal Yoda, it's best not to let him know.



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Thursday, November 14, 2002

Jedi Counseling

By [JD Wiker](#)
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[Star Wars Roleplaying Game](#) designer JD Wiker is back with more answers to the rules questions that keep you awake at night. Whether you're a player or a Gamemaster, you're sure to learn something you didn't know that will make your *Star Wars* campaign even better! This month's column answers player questions about the damage of ion cannons, bacta tanks, mastercrafted lightsabers, spending Force Points on initiative rolls, how long it'd take someone armed with a blaster to destroy an AT-AT, and more!



Have a question for the counselor? See the link at the end of the column!

Q: The new starship combat rules in the [revised core rulebook](#) left out the actual effect of ion damage. It gives a small chart to tell you the level of ion damage but not the exact effect. So how much damage do ion cannons cause?

A: Light ion cannons deal 3d10x2 damage; a standard ion cannon deals 5d10x2 damage; and a heavy ion cannon deals 8d10x2 damage.

Q: We're a bit confused about the blast radius of grenades. When using miniatures on a Battlemat, how do you determine the grenade's blast radius? Considering the grenade has a blast radius of 4 meters (2 squares by 2 squares), should we count from the corner or the center of a square?

A: Calculate the blast radius from one corner of the target square.

Q: Starship stunts are listed as free actions -- of which you can perform as many as you like during your action. So does that mean you can perform an unlimited number of starship stunts during your action?

A: You may have missed the little note at the top of page 219 about performing stunts: "A pilot can perform only one stunt per move action." So you could get at best two stunts in a single round -- unless you have the Heroic Surge feat, in which case you could get one more.

Q: Avoiding a hazard is considered a stunt also. Does



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that mean you can avoid only one hazard for each move action?

A: Avoiding a hazard doesn't require an action; it's more of a reaction than anything else. So, you can avoid as many hazards in a single move as your ship passes through.

Q: I'd really like my [Jedi guardian](#) to have a mastercrafted lightsaber. Can a Jedi make one?

A: Not unless he has sufficient levels in the tech specialist class as well. Of course, if your Gamemaster allows it, a tech specialist could mastercraft the basic components for you, and your Jedi would simply have to prepare the crystals. In either case, assume that the various parts that go into creating a lightsaber cost 500 credits, not including the crystals.

Q: I have some questions about the Force skill Friendship. Can Friendship be used on an opponent in combat? If so, what's the effect -- does the opponent just stop attacking?

A: Yes, Friendship can be used in that way. The effect depends on the new attitude. An unfriendly character would certainly continue attacking but might be less inclined to take advantage of weaker opponents. An opponent would stop attacking if his attitude were changed to "friendly" or "helpful."

Q: I assume the effect would be canceled if the Jedi attacks the target. What about if another party member attacks him?

A: Yes, any party member attacking the "befriended" character would count as "a situation occurring to alter that state."

Q: According to the Equipment chapter, a bacta tank holds 300 liters of bacta. But the rules don't say how often you have to replace the bacta. Is there a rule for how long the bacta lasts?

A: Good question! For simplicity, a liter of bacta is good for one hour of treatment. So, healing 3 vitality points consumes one liter of bacta, as does healing 1 wound point.

Q: What is the intent for Improved Force Mind's prerequisites? The revised core rulebook does not explicitly say that Force Mind is a prerequisite for Improved Force Mind, but whenever the indented summary of feats appears, the Improved Force Mind seems to be indented below the Force Mind feat. To me, this implies that Force Mind is a prerequisite for Improved Force Mind. Can you tell me for sure?

A: Yes, Force Mind should be a prerequisite of Improved Force Mind. Sounds like one for the errata!

Q: Under Starship Combat, an attack run is a simple maneuver. Ram attacks are a part of an attack run. Under Vehicle Combat, an attack run is a stunt. A ram attack is a separate simple maneuver. Which one is correct?

A: They're both correct. The two rules work differently because the effects of "terrain" are different between space combat and ground combat. Consider: If a ground vehicle traveling in a more or less straight line fails a Pilot check, the vehicle can, at the very least, interact with the ground -- the effects of which are detailed in



the rules for losing control of a vehicle. Thus, you have to call for a Pilot check to determine whether that happens, and that makes it a stunt.

But what happens when a space vessel, traveling in a more or less straight line with no particular obstacles, fails a Pilot check? Not much, aside from perhaps plowing into an obstacle- -- which is covered by the Avoid Hazard rules. Therefore, you don't have to call for a Pilot check unless the vessel deliberately passes through an obstacle, and so, it's a simple maneuver.

Q: I noticed that the rules for spending a Force Point say you can spend one on any d20 roll. Well, the initiative roll is a d20 roll. Can I spend a Force Point on my initiative roll? And do I lose the bonus after the first round ends? Do I get to apply the effects of the Force Point on all my d20 rolls during the first round?

A: Yes, you can use a Force Point on initiative, but it's really a waste of a Force Point, unless you really, really want to act first on the first round. Your initiative doesn't change after the first round, though, any more than it would change how many points of damage you restored if you used a Force Point on a Heal Another check. The effects of the Force Point would last through your first round of actions, applying to any d20 rolls you make until your first action in the second round.

Q: In the revised core rulebook, Quarrens lack low-light vision. Why is this? The other amphibious species (Mon Calamari and Gungans) get it as a species trait, and the Quarrens have it in [Alien Anthology](#). Is it an error?

A: I checked with the other designers, and it seems to be an error in the species entry. We'll add that to the errata.

Q: How do poison attacks from creatures work with vitality? If a poison attack hits vitality, do you roll the poison results? Or do you roll only if it hits wounds?

A: The rules on poison (in the first paragraph on the top of page 290 of the revised core rulebook) state that a character makes a Fortitude saving throw when he suffers wound damage from an attack with a poisoned weapon. This rule extends to venomous animals, as well.



Q: Why is the AT-AT's damage reduction so low? A character armed only with a blaster pistol can shoot holes in it!

A: An AT-AT has a DR of 15, meaning that an attack must cause 16 points of damage to do more than just scorch the paint. A blaster pistol deals 3d6 damage. With an upper limit of 18 points of damage, your observation seems to hold water.

But you're not taking probabilities into account. Even though the range of a blaster pistol's damage is 3 to 18, it doesn't hit all of those numbers equally. Totals of 10 and 11 occur a heck of a lot more than a total of 3 or 18, for example. Looking at how many combinations tally up to 16, 17, or 18, we have only 10 ways of coming up with that total -- as compared to 206 combinations that total up to the rest of the possibilities. That means that just under 5% of all 3d6 rolls come up 16, 17, or 18. In other words, fewer than 5% of all blaster pistol shots against an AT-AT are going to inflict any damage at all. Assuming that a character gets one hit on an AT-AT each round, and that only once in every twenty rounds does his blaster pistol do enough damage to scratch the AT-AT, and that he gets an average roll (16.5 points of damage, based on how often each combination occurs), it's going to take that character 2,400 rounds -- four hours -- to destroy the AT-AT. I'd say DR 15 is sufficient.

Q: I've got the [*Power of the Jedi Sourcebook*](#), and I'm thinking I might want to play a Tchuukthai Jedi. But I can't figure out which species in the illustrations are which! Can you provide some kind of guide?

A: Sure thing, and I'm sorry we didn't think to provide captions. The illustration on page 66 features, from left to right, an Anx, a Cathar, and a Khommite. On page 67, the aliens are an Arkanian, a Celegian, a Caamasi, and a Draethos (as shown in the image to the right). On page 69 is pictured a Myneyrsh, a Lannik, and a Nazzar. Page 70 features the Tchuukthai, a Krevaaaki, a Kushiban (on the pedestal), and a Miraluka. The illustration on page 71 shows a Sarkan teacher (in the pit on the right) talking about holograms of (from left to right) a Tsil, a Neti, and a Tirrith.



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Thursday, October 31, 2002

Jedi Counseling

By [JD Wiker](#)

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Arguments! Confusion! A *Star Wars* Gamemaster craves not these things! Read [Star Wars Roleplaying Game](#) designer JD Wiker's answers to your most perplexing rules questions. This installment of "Jedi Counseling" answers player questions about speed modifiers for atmospheric combats, the truth about Dissipate Energy, why Fear doesn't have a saving throw, and more!



Have a question for the counselor? See the link at the end of the column!

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Q: In my campaign, all of the enemy pilots have only airspeeders, while the heroes have starfighters. I wanted to run scenarios in which the heroes face off against the enemy airspeeders, but I can't find a speed chart for atmospheric speed. There's one for ground vehicles, and one for space vehicles, but nothing in between.



A: Truly in tune with the Force you are -- because we hadn't noticed that. What's needed is a new speed table using the "one square = 50 meters" scale of atmospheric combat, one that applies both to airspeeders and to starships in atmosphere:

Speed	Squares per	Defense Roll/Check	
Category	Move Action	Modifier	Modifier
Stationary	0	-4	+0*
Docking	1-3	-2	+0
Cruising	4-8	+0	-1
Attack	9-15	+2	-2

Ramming 16+

+4

-4

* A stationary vehicle cannot make Pilot checks to perform stunts.

Q: My character has multiple attacks per round (because of his Base Attack Bonus of +13), and I'm trying to grapple. If I succeed on my first attempt, can I use the remaining attempts to inflict my unarmed damage? Or do I need to initiate a separate grapple for each of my unarmed attacks?

A: Your character can use his remaining attacks to inflict unarmed damage, and you don't need to initiate a separate grapple for each. You do need to make the opposed grapple check (as described on page 170 of the *Star Wars Roleplaying Game* [core rulebook](#)) for each attempt to inflict unarmed damage, though.

So, for example, if you have an opponent grappled and you have three attacks per round (because of your Base Attack Bonus), you can attempt three opposed grapple checks to inflict damage if you were already grappling; or one to grapple and two to inflict damage if you weren't already grappling; or two attempts at grappling and one to inflict damage (if the first grapple check fails).

Q: The feat Dissipate Energy seems overpowered to me. But then a friend said he saw some kind of FAQ about it that makes it less good. What's the story?

A: The write-up for Dissipate Energy managed to miss two important bits. First, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt." That makes it a bit harder to make the save, and therefore, a bit riskier. Second, the ability only applies when the character takes wound damage; it does nothing at all if the character takes only vitality damage (because vitality damage represents avoiding actual physical harm, and this feat isn't meant to work unless your body suffers energy damage).

For GMs struggling with how to get around a hero who has this feat, remember two things: One, it doesn't work against physical damage, and two, stun attacks inflict no wound damage.

Q: Speaking of "physical" damage, Force Grip says that it inflicts physical damage. In the original *Star Wars* core rulebook, Force Grip inflicted wound damage unless the target made a Fortitude save. Does "physical damage" mean "wound damage?"

A: No. "Physical," in the *Star Wars* rules, is the opposite of "energy." So that note is telling you that the damage from Force Grip can't be dissipated by Dissipate Energy, for example.

Q: A player in my game has the Drain Energy skill, and he wants to use it on everything. Weapons, droids, vehicles, starships -- everything! Can he do that?

A: The upper limit on size is noted in the skill description, but it might have escaped your notice. Any sort of power source larger than an E-web repeating blaster of a Medium-sized droid is too large to be drained by this skill.

Q: The players in my campaign don't understand why Drain Energy is a dark side skill, and, I confess, I don't either. They want their Jedi to be able to use it without getting Dark Side Points, and I really can't come up with a good reason why they couldn't.

A: Drain Energy is a dark side skill because it was based on a scene from Kevin J. Anderson's *Dark Apprentice*. On page 338 of that book, Kyp Durrion drains the energy from Luke Skywalker's lightsaber, using an effect that speaks of a "wave of dark ripples," a "shadow" appearing at the core of the blade, and "a black taint." To us, that said "dark side." Now, that might not have been Kevin Anderson's intention, but since no

other character in the *Star Wars* novels have used that power, Anderson's text is the only information we have on this ability.

Q: Shouldn't Fear have a saving throw?

A: Fear already has a way of avoiding the effects: taking a Dark Side Point. The skill is meant to simulate the effect that the Emperor's goading had on Luke at the end of *Return of the Jedi*: preying upon Luke's fear and hatred in hopes of turning him to the dark side.

Some people are apparently daunted by the range of penalties that Fear can provide, and, true, a -10 to skill checks and attack rolls is kind of scary. But since that requires a result of 30 or more on the skill check, that takes at least a +10 skill modifier and a really good roll, or a +20 skill modifier and an average roll -- neither of which is particularly easy. Of course, someone using Fear could spend a Force Point to ensure a high roll, but look at that from a personal perspective: Would *you* spend a Force Point and take a Dark Side Point to give someone a penalty that they could then erase simply by accepting a Dark Side Point? Or rather, would you do it more than once?

Q: How long does the effect of Fear last?

A: This might be part of why some players are so put off by Fear; it doesn't seem to have a duration. The answer, though, is that it lasts for 10 rounds or until the target takes a Dark Side Point to negate the effect. (Taking the DSP is a free action, by the way.)

Q: The table for Force Light (in the [Power of the Jedi Sourcebook](#)) seems off. Isn't a DC 5 Will save way too low? And isn't a 41+ skill check result way too high?

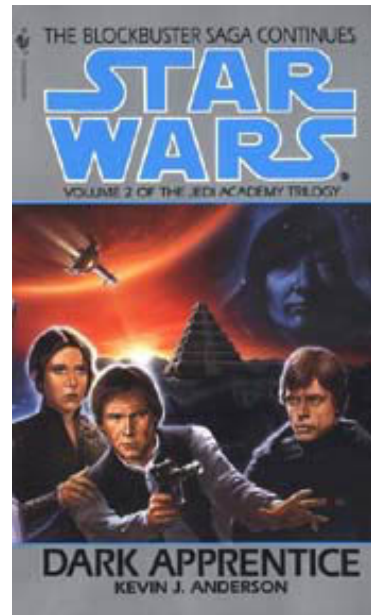
A: Well, the headers are a bit off (the second column should read "Will Save for Character/Creature," the third column should read "Damage to Dark Side Spirit," and the last column should read "Effect on Dark Side Site").

But the idea behind the low Will save is to keep it from being easy for a character to "blow off" Dark Side Points by having a friend use Force Light to burn them off; a low save makes this trick more difficult. As for the skill check result, it's intentionally high to make sure that it takes a lot of effort (in the form of a Force Point) to reduce the power of a dark side site or to destroy a dark side spirit with a single skill check.

Q: The *Power of the Jedi Sourcebook* implies that a Force warrior can become a Jedi Knight without ever having been a Jedi! Is this really possible?

A: Well, no. The "Jedi Knight" special ability of the Force warrior implies that the character needs at least one level of a Jedi class, but it doesn't actually say that in so many words.

Q: In the revised core rulebook, the deflect (extend) ability can be used to grant the defense bonus to others, if they're close enough. Could four 6th-level Jedi guardians group together in a square cluster -- so that they could each reach one another -- and thus each get another +3 dodge bonus to defense from the cumulative deflect (extend) abilities? I mean, that's a +4 bonus to *each* of them just from that ability, on top of the +5 Defense bonus they gain from class and level, and that doesn't account for their Dexterity modifiers! And what if they each have the Dodge and Lightsaber Defense feat, as well? Wouldn't that raise the cumulative bonus to +16? Isn't that a bit much for characters who are only 6th level?



A: It's true that each of the Jedi in an arrangement like this would gain a +4 bonus from the deflect ability: +1 for their own deflect ability and +1 for each other Jedi guardian in the group. But the bonuses from Dodge and Lightsaber Defense are personal; the other Jedi don't benefit from those parts of the bonus. (If it helps to clarify it in your mind, think of the shared bonus type as a "*deflect* dodge" bonus.)

Even with that limitation, though, the bonus seems to climb pretty quickly: The same group of Jedi guardians at 13th level gets a +12 bonus from the deflect ability. Remember, though, that they each have to forego a move action in the next round, and when they *do* move, they have to remain in that tight cluster if they want to continue getting the bonus.

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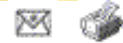
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Wednesday, November 27, 2002

Jedi Counseling

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Your own personal Yoda returns with another batch of wisdom for the faithful! In this installment of "Jedi Counseling," [Star Wars Roleplaying Game](#) designer JD Wiker answers player questions about using feats in starship combat, bringing Yuuzhan Vong armor and thud bugs in line with the new rules, the Sense Surroundings Force technique, converting ships from [The New Jedi Order Sourcebook](#) to the new rules, how long it takes to run around inside your ship, and more!



Have a question for the counselor? See the link at the end of the column!



Q: I don't understand how to repair damage to starship shields. In the Battle Damage chart on page 216 of the [revised core rulebook](#), the table gives rules for hull damage sufficient to damage shield generators. However, what happens when the shields are reduced to zero, but the damage is not sufficient to damage the hull? Are the generators damaged, ionized, or what?

A: The shields are simply reduced to zero, but as long as the engines are still functioning, the shields begin recharging, automatically, right away, as per the rules just below Table 11-9. If you're in a hurry, though, a member of the crew can restore depleted shield points as a move action, as explained in the "Heroes as Crew" rules on page 225.

Q: If I'm the pilot of a YT-1300 freighter and I want to reroute power, can I do that from the cockpit? If not, how long does it take to get to the engines or wherever I need to go to do that?

A: I've always ruled that in a starfighter, the pilot in the cockpit has access to controls for all of the ship's "stations." That is, he can pilot the ship, operate the guns, shields, and sensors, or reroute power -- all from the cockpit. If the pilot wants to jury-rig a repair, the GM has to decide whether the pilot can do it from the cockpit based on the type of repair.

On a space transport, only the piloting controls, sensors, and shield controls are in the cockpit. If a character in the cockpit wants to operate the guns, jury-rig a repair, or reroute power, it takes him a full-round action to bolt back to the appropriate station. By the same token, it takes a full-round action to go from any of those stations to any of the other stations -- including returning to the cockpit.

The bridge of a capital ship is a different story. There is a post for every station, but in the case of gunnery, engineering, and shields, the actual work is done somewhere else aboard the ship. A character who leaves the bridge for one of these other stations, or who moves from station to station aboard the ship (again, including returning to the bridge) spends at least 5 rounds -- and on some ships, as much as a full minute -- getting there. Further, moving between posts on the bridge requires a move action; they're just not that close together, in most cases.

Q: My Jedi character wields two lightsabers. He just recently became a Jedi Knight and selected the Lightsaber Defense Feat. Does he get the +2 dodge bonus twice, one for each blade?



A: No. The feat doesn't provide a dodge bonus for each lightsaber the character wields. In that regard, one lightsaber is no different than four.

Q: After a ship takes ion damage in combat, how soon can the crew attempt a Repair roll to get rid of the penalty? And is it a move action, a full-round action, or what?

A: The crew can attempt to repair the ion damage as soon as their turn comes up in the initiative order again. The Repair check takes one full round.

Q: I'm glad to see that the revised core rulebook treats armor as Damage Reduction. But I have *The New Jedi Order Sourcebook*, and the Yuuzhan Vong armor in there already has Damage Reduction. How do I convert that armor to the new rules? And the same goes for the dark armor in [The Dark Side Sourcebook](#) -- and the orbalisk armor, too.

A: For Yuuzhan Vong armor, use the DR listed in *The New Jedi Order Sourcebook*, and add +1 to the DR for each full three points of defense bonus provided by the armor. As for dark armor, note that Table 4-2 in *The Dark Side Sourcebook* states that the Damage Reduction effects of dark armor aren't cumulative with other DR. You'd take the better of the two, which would almost always be the dark armor's DR. So, for example, if you had a suit of medium battle armor given the best possible Damage Reduction by Sith alchemy, it would provide DR 10 -- but not DR 15, since the Damage Reduction isn't cumulative. For orbalisk armor, simply convert the Defense Bonus provided by the armor into Damage Reduction.

Q: Yuuzhan Vong thud bugs don't work under the new rules when it comes to deflecting them. They have a DC for a saving throw, but it says they can be deflected with a lightsaber, which requires an attack roll.

A: Use the following revised text, which makes it possible for Jedi to use their deflect ability against a thud bug.

Thud Bug

Cost: Not available for sale

Damage: 2d6 plus special

Critical: 20

Range Increment: --

Stun/Fort DC: --

Type: Bludgeoning

Multifire/Autofire: --

Size: Tiny

Weight: 0.5 kg**Group:** Simple

Thud bugs are nasty little bioengineered weapons that, when released, fly toward the nearest enemy at a speed of 10 meters (perfect maneuverability). A thud bug provides a +5 equipment bonus on the hurler's ranged attack bonus and deals 2d6 points of bludgeoning damage with a successful hit. Furthermore, a struck target must succeed at a Strength check (DC 15) or be knocked prone. The thud bug continues to attack each round until it hits the target, it is destroyed, or the target falls prone, at which point the thud bug becomes dormant. Attacks after the first are treated as melee attacks, made by the thud bug itself. An activated or dormant thud bug has no vitality points or hardness, 1 wound point, a +5 melee attack bonus, no effective ranged attacks, and Defense 19 (+5 Dex, +4 size).

Q: Exactly what feats can a player utilize in starship combat? If I am to take the game literally, it appears as though Starship Dodge, Starship Operations, Rapid Shot, and the appropriate skill-enhancing feats are the only feats specifically mentioned as having an effect on starship combat. If a feat isn't specifically mentioned, can it be used? For example, can players use Combat Expertise (to increase starship Defense), Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot (to shoot into a dogfight), or Shot on the Run? What about the Force Feats?

A: You should take some time to re-read the feat descriptions a bit more literally. Combat Expertise states that the bonus applies when you make an attack action or full attack action *in melee*. So, no, it doesn't apply. Heroic Surge simply lets a character make another move or attack, but has no other restrictions, so it *does* apply. The same goes for Improved Initiative.

Point Blank Shot, on the other hand, says that the target has to be within 10 meters. If two ships are that close to each other in starship combat, then sure, you could get the bonus. Precise Shot talks about opponents engaged *in melee*, just like Combat Expertise.

Shot on the Run is perhaps the only one that isn't clear about whether it means *personal* ranged weapons or *any* ranged weapons. But it does, in fact, refer to personal ranged weapons, and therefore doesn't apply in starship combat.

Q: Thanks for the [conversion](#) of starship speeds from all the old sourcebooks to the new starship rules. But I think you missed one. I didn't see any of the ships from *The New Jedi Order Sourcebook*.

A: Oops! You're right. Here's the ship data you need from that book:

Vessel	Speed Category	Space Squares/Action	Overall	Atmospheric Squares/Action	Missile Quality
Starfighters					
XJ X-wing Fighter	Ramming	9	1,150 km/h	18	Ordinary (+10)
XJ-3 X-wing Fighter	Ramming	10	1,100 km/h	18	Ordinary (+10)
Yorik-et Coralskipper	Ramming	9	1,100 km/h	18	-
Space Transports					
Blunt Force	Cruising	4	650 km/h	11	Marginal (+5)
Jade Shadow	Attack	8	1,000 km/h	15	Ordinary (+10)
Yorik-trema Transport	Attack	8	1,000 km/h	15	-
Yorik-vec Assault Cruiser	Attack	8	1,080 km/h	18	-
Wanderhome	Cruising (-2)	3	650 km/h	11	-
Capital Ships					

<i>A-vek liluunu</i> Fighter Carrier	Cruising	4	-	-	-
<i>Chuun M'arh</i> Frigate	Attack	6	-	-	-
<i>Errant Venture</i>	Attack	6	-	-	-
<i>I'friil Ma-Nat</i> Corvette	Attack	7	780 km/h	13	-
<i>Miid Ro'ik</i> Warship	Cruising	4	-	-	-
<i>Queen of Empire</i>	Cruising (-2)	3	-	-	-
<i>Sh'rip Sh'pa</i> Spawn Ship	Cruising	3	-	-	-
<i>Sunulok</i>	Cruising (-4)	2	-	-	-
<i>Suuv Ban D'krid</i> Cruiser	Cruising	4	-	-	-
<i>Uro-ik V'alh</i> Battleship	Cruising (-2)	3	-	-	-
<i>Uumufalh</i> Gunship	Cruising	4	-	-	-
<i>Vigor</i>	Attack	6	1,000 km/h	17	-
<i>Vua-spar</i> Interdictor	Cruising (-4)	2	-	-	-
<i>Yorik-stronha</i> Spy Ship	Cruising	4	-	-	-

Q: Does Force Mastery allow you to reduce the move-equivalent action penalty from Deflect to a free action?

A: It doesn't apply. While Deflect costs the Jedi a move action, that "cost" is merely a limitation on your future actions.

Q: I'm playing a Miraluka Jedi from the [Power of the Jedi Sourcebook](#), and there's something I don't understand. How long does the Sense Surroundings Force technique last?



A Tchuukthai, a Krevaki, a Kushiban (on the pedestal), and a Miraluka

A: It normally lasts 10 rounds, but it's effectively an indefinite period for Miraluka, since they don't pay a vitality cost to activate it.

Q: What's the maximum range for Sense Surroundings? And can it "see through" walls?

A: It's pretty much the same as the range for normal sight, with the same -1 penalty for every 4 meters between you and what you are trying to "see." Yes, Sense Surroundings allows you to perceive through obstructions, since you are seeing through the Force.

Q: Does Sense Surroundings let you see in all directions at once?

A: "Direction" is a deceptive word in d20 games. There is no facing in combat. So, in a way, everyone sees in all directions in d20. Thus, no benefit is gained from Sense Surroundings other than the elimination of concealment, darkness, and blindness problems.

Do you have a rules question about the Star Wars Roleplaying Game? Send it to the [Jedi counselor](#), and then check back here every other week for the latest batch of answers!

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